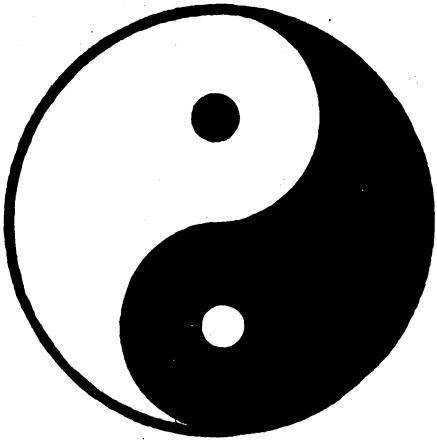
WINDWALKER™ Quick Reference
AMIGA

WINDWALKER™



By Greg Malone

WINDWALKER AND YOUR COMPUTER

Introduction

Refer to the **Mystic Runes** manual for details of game play not covered in the Quick Reference

Sound/Volume Control

You may toggle the Windwalker sound effects volume by pressing <Control> "S" at any point after the initial Windwalker screen appears or from the options list during combat or travel (see special options).

Answering 'Yes/No' Questions

You will sometimes be asked a question which requires a "Yes" or "No" answer. From the keyboard you may type "Y" or "N". When using the mouse, clicking the pointed finger over the text will answer "Yes", clicking the open palm away from the text will open "No".

Selecting Options from lists

Whenever you are presented with a list of options during play, press the Up or Down arrows or the space bar to select an option. When your desired selection is highlighted, press Enter to accept it. If you wish to exit the list without selecting an option, press the <ESC> key. If you are using a mouse, clicking the pointer once on an option highlights it. Once an option is highlighted, clicking on that option again will select it. If an item in the list is hidden from view, you can scroll Up or Down using the arrows adjacent to the list. Either mouse button may be used for clicking.

In Case of Difficulty

Refer to the section on Troubleshooting should the game not perform in accordance with these instructions.

TO BEGIN PLAY

Starting Play

Insert the Windwalker diskette A into drive df0: and turn on the power to your computer/monitor. After a short wait, the Windwalker title screen and opening sequence will appear. When ready to proceed, press a key to bypass the title sequence and enter the presence of Moebius. Once in his presence, pressing any key will rouse him from his meditation. After Moebius greets you, he will ask you your name. Type your name and press Enter. Should you make a mistake, press the <ESC> key to clear your name and reenter it. Moebius will welcome you and offer you the choice of Training or Venturing forth. At this time, you may also press the <ESC> key to go back and enter a different name.

Training

Select **Train** if you want to practice your combat skills. Refer to the sections on Combat for more detailed instructions. Should you wish to stop training during combat, press the BACKSPACE key or click on the Break & Run icon.. This will return you to the presence of Moebius.

Venturing Forth

Select **Venture Forth** when you wish to begin an adventure in the world of Khantun. If there is an adventure in progress previously saved under a different player's name, you will be given the option to abandon it and begin a new adventure using your name. Otherwise, you will continue the adventure in progress. Any previously saved adventure *must* be abandoned before a new adventure can be started. Refer to Special Options for assistance.

To enhance your spiritual consciousness before you begin travel, you will be asked to consult the Book of Changes included with the game for a special Concept of Enlightenment. For example, if you were to be asked for the concept of Hexagram 26, you would enter the word "Potential".

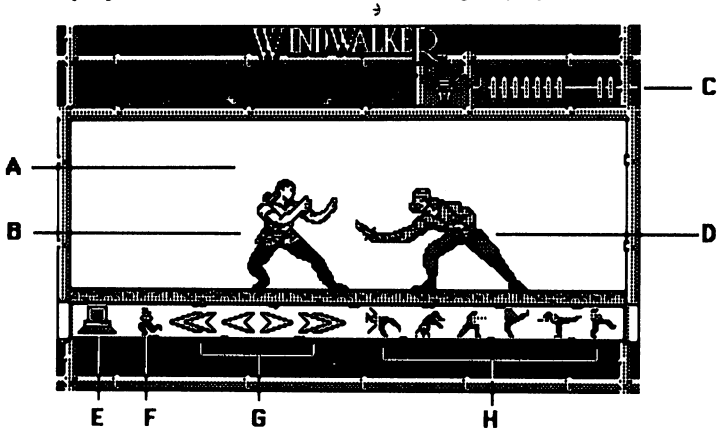
The arrow keys may be used in place of the North, South, East & West keys. Mouse users indicate the direction of travel using the direction pointer which appears around the PC icon. Clicking either of the mouse buttons will move the PC in that direction.

To move at a quicker, though fatiguing pace, press and hold the <Shift> key while moving the player character in the desired direction.

To rest in place for one turn, press the Pass key or click either mouse button with the pointer over the PC icon.

The Combat Display

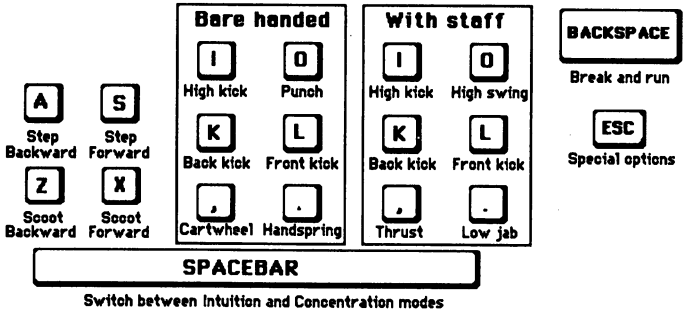
When in combat, the following display is shown:



A. Combat Window
B. Player Character (PC)
C. PC's Body Attribute
D. Combat Opponent
E Combat Option icon
F. Break and Run icon
G. PC Movement icons
H. PC combat maneuver icons

Defending In Combat

Use the space bar to toggle between Concentration and Intuition modes. The PC's maneuvers in combat are controlled using the following keys.



Special Combat Options While in combat, press the <ESC> key or click the Combat Options icon to display the Combat Options. The options are:

Intuition/Concentration - This will allow you to toggle between real time and stop-action combat modes.

Set Speed- This will adjust the speed at which combat progresses.

Turn Sound On/Off- This allows you to turn the sound effects on or off.

Resume Combat - This exits the Special Combat Options and returns to the combat in progress.

INTERACTING WITH THE WORLD

Your Possessions Whenever you wish to examine or use one of your possessions, press the <Spacebar> or click on the Inventory icon. You will be presented with a list of the items that you currently possess. Using the keyboard or mouse, select the item you wish to examine or use (See Selecting Options from Lists). For example, when you wish to sleep, you should select the straw mat from your possessions. When you are hungry, you may eat by selecting "Food". Below the list of your possessions is a description of the item, and when appropriate, you will be asked if you want to use that item. You may answer yes, by pressing the "Y" key on the keyboard, or by clicking the YES icon with the mouse. If you are not interested in that item, either select another item on the list, or exit the list by pressing <ESC>, or clicking on the DONE icon.

Inhabitants of Khantun To interact with an inhabitant of Khantun, press the Enter key, or click on the Talk icon, followed by the direction of the person or creature to interact with. When speaking to people, you may discuss different topics. Listed under these topics are the key words you and the person know. When you ask someone about a key word and you hear a special tone, you have had another key word added to one of your topic lists. It is advisable to occasionally converse with persons you have spoken with before, using the new words you learn - they may have new things to tell you.

Inanimate Objects To interact with or examine an object in the world, move up to the object and "bump" against it. If the object is something that can be examined, a message will appear telling you what you have found. For example, bumping into a scroll on a table will result in the scroll being opened and its contents revealed. Bumping into a doorway will cause you to pass through the door into or out of the building. When you wish to board a sailing vessel that you own or have taken in battle, bump into the front end of the craft. When you wish to disembark from the craft, you can drop anchor by selecting that from your inventory.

SPECIAL OPTIONS

Special Options List — While travelling in Khantun, press the <ESC> or click on the System icon to display the Special Options list. The options are:

Save Game — This will save the adventure in progress for later recall.

Recall Game — This will restore the adventure from the previous save.

Save and quit — This command will automatically save the game and prepare the computer to be turned off. This command *must* be issued to end your game session. Failure to use this command will cost the PC one karma bead on the next restart.

Abandon Game — This will abandon the adventure in progress and erase it permanently, allowing a new adventure to be started.

Turn Sound on/off — This will switch the game sounds on or off.

Resume Game — This will allow you to continue the game from your current position.

TROUBLESHOOTING

Failure to Start Properly — If the game fails to start properly, perform the following sequence:

1) Turn the computer off
2) Make sure the computer and its parts are properly installed
3) Turn the computer on, disk drive(s), and monitor.
4) Insert Magnetic Scroll A, label-side up, into drive df0: **The game will auto-boot**

If this sequence fails to start the game, you probably have either a hardware or software problem. If possible, try starting the game on another computer to verify the problem or consult your software dealer for assistance.

"Check the Magnetic Disk" Message — If during play you get a "Check the Magnetic Disk'" message on your screen, make sure that you have the correct disk properly inserted in the disk drive with the drive door closed.

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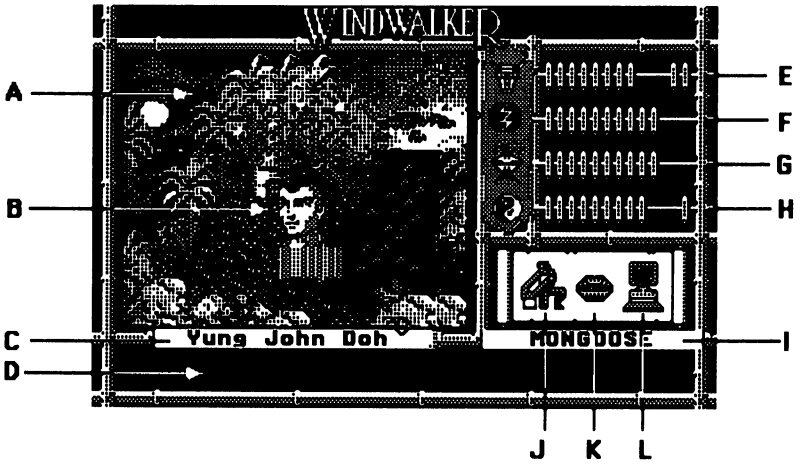
The Adventure Display When adventuring, the following display is shown:



A. Travel Window
B. Player Character (PC) Icon
C. PC's name
D. System message area
E. PC's Body attribute
F. PC's Spirit attribute
G. PC's Honor attribute
H. PC's Karma attribute
I. PC's current Order of Enlightenment
J. Inventory icon
K. Talk icon
L. System icon

Moving About in the World To move over land or water, press one of the direction keys listed below. Note that there are two indentical sets of direction keys.